IMMORTAL CHAMPION [CRUCIBLE]

180 PTS

M	T	Sv	W	LD	OC
8"	10	2+	10	6+	3

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Death's heads BLAST LETHAL HITS	12"	D3	4+	4	0	1
Disgusting sneezes PISTOL TORRENT	6"	D6	N/A	3	0	1
Infernal cannon RAPID FIRE 3	24"	3	3+	5	-1	2
Infernal cannon LETHAL HITS	24"	3	2+	5	-1	2
Infernal cannon PRECISION	24"	3	2+	5	-1	2
Infernal cannon	24"	3	3+	5	-2	2
Lashes of torment ANTI-INFANTRY 3+ ASSAULT PISTOL	6"	6	3+	4	0	1
➤ Arcane Fireball - focused witchfire DEVASTATING WOUNDS HAZARDOUS PSYCHIC	18"	3	3+	6	-2	D3
➤ Arcane Fireball - witchfire PSYCHIC	18"	3	3+	5	-1	D3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Acidic maw DEVASTATING WOUNDS EXTRA ATTACKS	Melee	2	4+	7	-4	3
Attendant's hellblades EXTRA ATTACKS	Melee	4	3+	5	-2	2
Blade of blood	Melee	5	2+	6	-2	3
Bladed axle EXTRA ATTACKS	Melee	6	3+	6	-1	2
Close combat weapon PSYCHIC	Melee	3	4+	4	-1	1
Diseased claws and teeth LETHAL HITS	Melee	3	4+	2	0	1
Foul balesword LETHAL HITS	Melee	4	3+	5	-2	2
Foul mouthparts EXTRA ATTACKS LETHAL HITS	Melee	2	4+	5	-1	2

AUFSTELLUNG

1x Immortal Champion [Crucible]

Equipped with: Death's heads, Disgusting sneezes, Infernal cannon, Lashes of torment, ➤ Arcane Fireball - focused witchfire, ➤ Arcane Fireball - witchfire, Acidic maw, Attendant's hellblades, Blade of blood, Bladed axle, Close combat weapon, Diseased claws and teeth, Foul balesword, Foul mouthparts, Juggernaut's bladed horn, Lashing tongue, Ravaging [illegible]ws, Screamer bites, Seeke[illegible] Tiny balesword[illegible] [illegible]aff, ➤ H[illegible]

KEYWORDS: Character, Chaos, Daemon, Crucible, Monster, Immortal Champion, Shadow Legion
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Juggernaut's bladed horn **EXTRA ATTACKS** **LANCE**	Melee	4	4+	6	-1	1
Lashing tongue **EXTRA ATTACKS** **LETHAL HITS**	Melee	2	4+	4	0	1
Ravaging claws **DEVASTATING WOUNDS**	Melee	6	2+	4	-1	1
Screamer bites **EXTRA ATTACKS**	Melee	6	4+	6	-2	2
Seeker tongues **EXTRA ATTACKS** **LETHAL HITS**	Melee	4	4+	4	0	1
Tiny balesword **LETHAL HITS**	Melee	3	4+	2	-2	2
Tiny corrupted staff **LETHAL HITS**	Melee	3	4+	4	-1	D3
➤ Hellforged weapons - strike	Melee	8	2+	8	-2	3
➤ Hellforged weapons - strike **LETHAL HITS**	Melee	7	2+	8	-2	3
➤ Hellforged weapons - strike **PRECISION**	Melee	6	2+	8	-2	3
➤ Hellforged weapons - strike **DEVASTATING WOUNDS** **PSYCHIC**	Melee	6	2+	8	-2	3
➤ Hellforged weapons - sweep	Melee	16	2+	8	-1	1
➤ Hellforged weapons - sweep **LETHAL HITS**	Melee	14	2+	6	-1	1
➤ Hellforged weapons - sweep	Melee	12	2+	6	0	1
➤ Hellforged weapons - sweep **DEVASTATING WOUNDS** **PSYCHIC**	Melee	12	2+	6	-1	1

ABILITIES

CORE - Leader, Leader, Leader, Leader, Leader

Blazing Warpfire
Ranged weapons equipped by models in this unit have the [**Assault**] ability

Bloodmarked
At the start of the Fight phase, select one enemy unit within 18" of and visible to this model. Until the end of the phase, each time a friendly Khorne unit makes an attack which targets that unit, improve the Strength, Armour Penetration and Damage characteristics of that attack by 1.

Collar of Khorne
This model has the Feel No Pain 3+ ability against **Psychic** Attacks.

Discordant Disruption (Aura)
While an enemy Psyker unit is within 12" of this model, **Psychic** weapons equipped by models in that unit have the [**Hazardous**] ability.

Eldritch Flames
In your Shooting phase, after this model has shot, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that enemy unit cannot have the Benefit of Cover.

Font of Unreality
Each time an attack is allocated to a friendly Daemon unit within 3" of this model, subtract 1 from the Hit roll.

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Gloam Rot
Each time an attack targets this unit, if the Strength characteristic of that attack is greater than this unit's Toughness characteristic, subtract 1 from the Wound roll.

Infernal Attendants
While this model is within 3" of one or more friendly Daemon Infantry units, this model has the Lone Operative ability.

Jolly Gutpipes
While this model is leading a unit, add 1" to the Move characteristic of models in that unit and you can re-roll Advance moves made for it.

Keep Counting!
Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Malefic Deceit
Each time an attack is made against this unit, subtract 1 from the Hit roll.

Meet Your Quota!
While this model's unit is not Battle-shocked, add 1 to the Objective Control characteristic of models in that unit.

Murderer's Cowl
This unit is eligible to shoot and declare a charge in a turn in which it Advanced.

Penumbral Puppetry
This unit has Stealth. Each time a melee attack targets this unit, subtract 1 from the Hit roll.

Rage-fuelled Strength
Each time a model in this unit makes an attack, add 1 to the Wound roll.

Restless Prey-seeker
You can re-roll Advance and Charge rolls made for this unit.

Rider of the Immaterial Winds
Once per battle, at the end of your opponent's turn, if this model's unit is not within Engagement Range of one or more enemy units, you can remove that unit from the battlefield and place it into Strategic Reserves.

Sadistic Savagery
Melee weapons equipped by models in this unit have the [Sustained Hits 1] ability.

Shadow's Caress
Enemy units cannot use the Fire Overwatch Stratagem to shoot at this unit.

Swallow Energy
Models in this unit have the Feel No Pain 4+ ability against mortal wounds and **Psychic** Attacks.

Leader
This model can be attached to the following unit: Screamers

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Assault
Units containing one or more models with an [**ASSAULT**] weapon can shoot using **assault** shooting (10.05).

Blast
Each time you gather attack dice for a [**BLAST**] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Extra Attacks
Each time a unit containing one or more models with an [**EXTRA ATTACKS**] weapon fights, those models will make attacks with those weapons in addition to any others. In the Select Weapons step (04.01), for each of those models, you must select:

- All of that model's [**EXTRA ATTACKS**] weapons.

- One of that model's other melee weapons, if possible.

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Lance
Each time an attack is made with a [**LANCE**] weapon, if the attacking model's unit made a charge move this turn, add 1 to the wound roll.

Lethal Hits
Each time an attack made with a [**LETHAL HITS**] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

*Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [**DEVASTATING WOUNDS**].*

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Psychic
Each time an attack is made with a [**PSYCHIC**] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

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FACTION RULES

The Shadow of Chaos

If your Army Faction is LEGIONES DAEMONICA, certain areas of the battlefield are considered to be within your army's Shadow of Chaos, as follows:

- Your deployment zone is always within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within No Man's Land, until the end of that phase, No Man's Land is within your army's Shadow of Chaos.
- At the start of any phase, if you control at least half of the objective markers within your opponent's deployment zone, until the end of that phase, your opponent's deployment zone is within your army's Shadow of Chaos.

DAEMONIC MANIFESTATION

While a friendly LEGIONES DAEMONICA unit is within your army's Shadow of Chaos, each time that unit makes a battle-shock roll, that unit has +1 to that battle-shock roll and, if that roll is successful, one model in that unit heals D3 wounds (if that unit is a BATTLELINE unit and that roll is successful, up to D3 destroyed models (excluding CHARACTER models) can be returned to that unit instead).

DAEMONIC TERROR

While an enemy unit is within your army's Shadow of Chaos and/or it is within 6" of one or more BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units from your army, each time that unit takes a Battle-shock test, subtract 1 from that test and, if that test is failed, that enemy unit suffers D3 mortal wounds.

Warp Rifts

Each time a LEGIONES DAEMONICA unit from your army is set up on the battlefield using the Deep Strike ability, if it is set up wholly within your army's Shadow of Chaos, and/or if it is set up wholly within 6" of one or more friendly BLOODTHIRSTER, GREAT UNCLEAN ONE, KAIROS FATEWEAVER, KEEPER OF SECRETS, LORD OF CHANGE, ROTIGUS, SHALAXI HELBANE or SKARBRAND units with which it shares the KHORNE, TZEENTCH, NURGLE or SLAANESH keyword, it can be set up anywhere that is more than 6" horizontally away from all enemy models, instead of more than 8".

CORE RULES

Deadly Demise D3

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

Deep Strike

Each time this unit makes an ingress move (20.04), if every model in this unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from all enemy units, even if that is within your opponent's deployment zone.

Feel No Pain

This ability always takes the form Feel No Pain X+. Each time a model with this ability would lose a wound, roll one D6: on an X+, that wound is not lost.

Scouts 9"

This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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